



COMMODORE 64
VERSION BY
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Adventures have never been so hot or so dangerous!! It's not easy dodging fireballs and hot springs while trying to cool off sizzling hot plates!

But he has Super Powers--he's MR. COOL. He can turn those fireballs into snowballs and cool off the hot springs. But, beware!! Cooling off hot plates is no easy task.

The heat is on below, so be nimble; avoid the hazards of the furnace, and don't let the clock run out. Good luck!!

LOADING INSTRUCTIONS

ROM Cartridge

1. Remove all cartridges from the computer.
2. Plug your joystick in port #2.
3. Insert your MR. COOL ROM cartridge into the right rear slot.
4. Turn the power on to the computer and monitor.
5. To access the demo mode, press either the spacebar or the button on the joystick while turning on the computer, and the demonstration will begin.

JOYSTICK CONTROLS

Use diagonal movements
to move MR. COOL.



FUNCTION KEYS

- ◀F1▶ To Start and Restart game.
- ◀F7▶ To Pause game. Any diagonal joystick movement restarts game.

OBJECT OF THE GAME

The object of the game is to match the color of the plates with the color of the top border of the playing field and advance to the next round. You start out with four (4) cubes.

SUPER COOL TIME (Asterisks)

Get Super Cool Time by pushing the button on the joystick. Super Cool Time lasts 12 seconds. Fireballs lose their tails and turn into snowballs while the hot springs stop glowing and cool down.

Now the tables are turned, and MR. COOL can absorb snowballs and springs for points or possibly an additional cube. (Be forewarned: although absorbing fireballs and hot springs will give you a few free moments, there are more points to be gained by letting the springs bounce by.)

The number of Super Cool Times is indicated by the number of asterisks next to the score:

NO. OF TIMES	Level 1 - ROUNDS
1	1-5
2	6-10
3	11-15
4	16-20
5	21-25

Note: From Level 2 onward you will receive 5 Super Cool times at the start of each round.

LEVELS AND ROUNDS

Each Level has 25 Rounds. Fireballs get faster with each Level. Levels go on forever.

FIREBALLS (6)

One for each row except top row.
They move from side to side at
various speeds.

SPRINGS

Appear at random in groups of four,
beginning in Round #2, Level #1.
They enter from the top, move down-
ward, and jump into the heat and
dissolve.

SCORING

Landing On a Hot Plate:

Plate already locked in	0 Points
Plate (two colors away from target color)	10 Points
Plate (one color away from target color)	20 Points
Plate locking in to target color	30 Points

Absorption During Super Cool:

1st Snowball	100 Points
2nd Snowball	200 Points
3rd Snowball	300 Points
4th Snowball	400 Points
5th Snowball	500 Points
6th Snowball	600 Points + 1 Cube
Each Spring	300 Points

Bonus Value

Start	1000 Points
Increased each round	200 Points
Maximum	9000 Points

Dissolved Spring (Within Time Clock) 1000 Points

Round Finished (Within Time Clock) Bonus Value

No points awarded for springs absorbed or dissolved after time runs out. When Bonus reaches zero you lose your current playing cube.

For every 20,000 Points

One Bonus Cube

Up to 9 cubes can be stored. When a 10th cube is earned, the life count remains at 9, but an additional 10,000 points are awarded.

Highest Score and Highest Round

If both are reached during game, they will appear with asterisks (*) (and will be lost if cartridge is restarted).